Notes: Drawing with Variables

How to draw a squireal

A squireal is a combination of a ______________ and a ______________.

You could do draw a squireal in Scratch without using ______________, but it would be hard.

If you think about the sprite moving to draw the squireal, you might notice that each time it moves, it moves a little ________________.

What to do:
1. Make a variable and give it a ______________ (like “length”).
2. Add the variable to a “________________________” block.
3. Have the sprite put the ________________.
4. To draw the squireal, the sprite will have to walk, turn, then walk a little farther, then ________________ that process. So add your ______________ block, a ______________ block, and a “________________________” block inside a repeat block.

Draw the final script below: